

Appendix A

CLAIMS

92. A gaming device configured to allow a player to play a game in exchange for a wager in a casino environment, the gaming device comprising:

- a) a ticket printer configured to generate a printed ticket, said printed ticket having indicia thereon to identify a state of said game;
- b) a ticket reader configured to read said printed ticket and determine said state of said game; and
- c) an manager module executed on the gaming device configured to restore said state of said game to said determined state after said ticket reader reads said printed ticket, wherein said determined state does not comprise gaming credits suitable for establishing a wager.

93. The gaming device of claim 92, wherein said game comprises a primary game and a secondary game, said printed ticket having indicia thereon to identify a player's state of said secondary game, said manager module further configured to restore said state of said secondary game.

94. The gaming device of claim 93, wherein said secondary game requires a collection of earned secondary points to win a bonus prize, said indicia of said ticket further identifying the player's earned secondary points.

95. The gaming device of claim 93, wherein said secondary game requires a collection of earned game pieces to win a bonus prize, said indicia on said ticket further identifying the player's earned game pieces.

96. The gaming device of claim 93, wherein said secondary game requires a collection of earned award points to win a bonus prize, said indicia on said ticket further identifying the player's earned award points.

97. The gaming device of claim 93, wherein said manager module further restores play of said determined state.

98. A method for maintaining the state of a game on a gaming device configured to allow a player to play a game in exchange for a wager operating in a casino environment, said game including a primary game and a secondary game, said method comprising:

- a) determining a player's state of the secondary game at the termination of the primary game;

- b) generating a printed ticket, said printed ticket having indicia thereon to identify the player's secondary game state;
- c) dispensing the printed ticket to the player;
- d) receiving the printed ticket from the player;
- e) determining the player's secondary game state; and
- f) restoring the secondary game to the state determined as the player's secondary game state.

99. The method of claim 98, wherein said secondary game requires a collection of earned secondary points to win a bonus prize, said indicia on said ticket further identifies the player's earned secondary points.

100. The method of claim 98, wherein said secondary game requires a collection of earned game pieces to win a bonus prize, said indicia on said ticket further identifies the player's earned game pieces.

101. The method of claim 98, wherein said secondary game requires a collection of earned award points to win a bonus prize, said indicia on said ticket further identifies the player's earned award points.

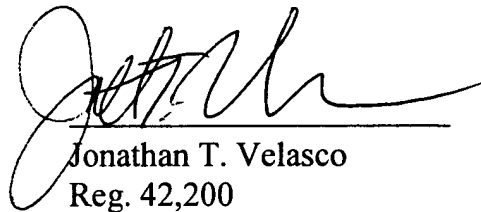
102. A gaming device operating in a casino environment comprising:

- a) means for allowing a player to play a game in exchange for a wager;

- b) means for determining a player's game state;
- c) means for maintaining said player's game state; and
- d) means for restoring said player's game state.

103. The gaming device of claim 102, wherein said game further comprises a secondary game, said gaming device further comprising means for maintaining and restoring a player's secondary game state.

Respectfully,



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